Stream filtering

Interface

Virtual buffer beforeSend(buffer) = 0;

Virtual buffer afterRecv(buffer) = 0;

I need some way to add filters.

**Check how the network framework has done it.**

If I add filters to the StreamSocket it won’t be very flexible and will use more memory than necessary. Because I want to be able to use filters on single sockets but I also want to use it on a collection of sockets.

It should not be used inside the StreamSocket functions, it should be applied before/after StreamSocket.Send()/Recv() is called.

Make a ‘server’ which you can add sockets to whose job is to handle send/recv to clients. But then I need some sort of handle to each clients from outside.